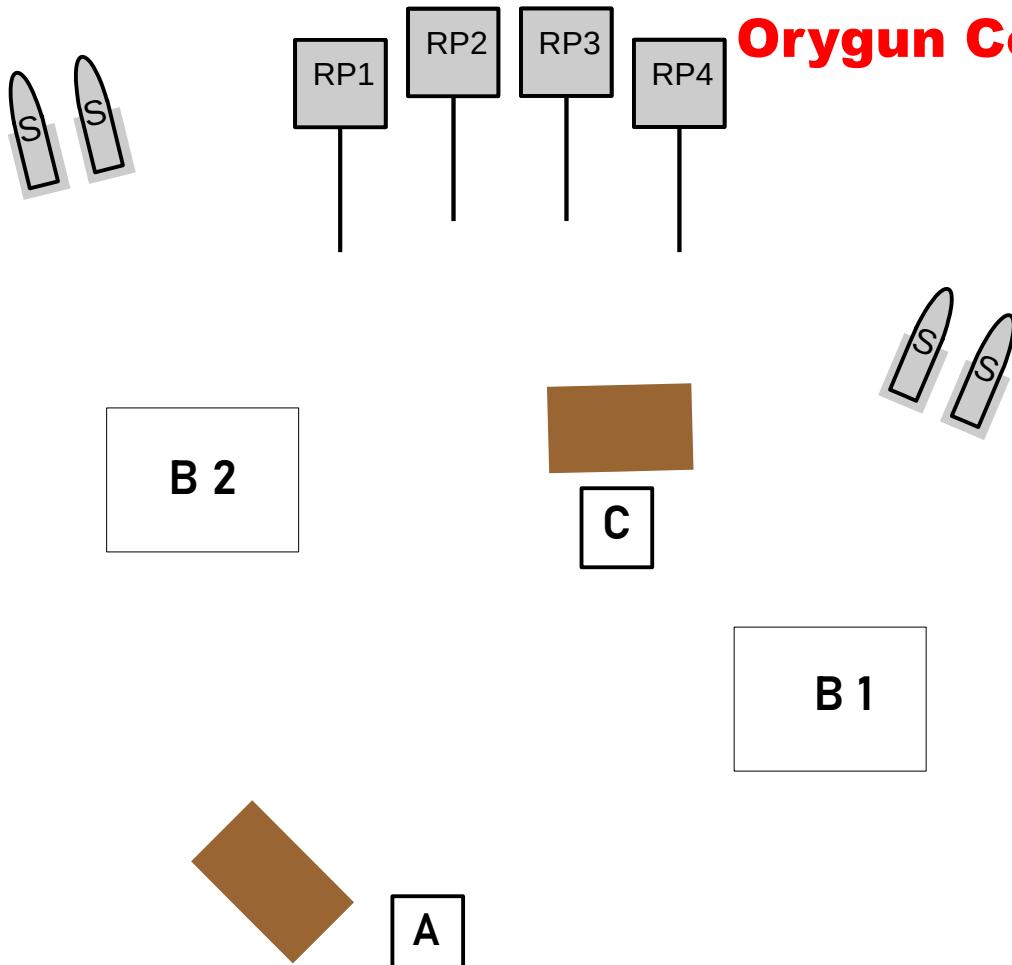


Stage 1

Orygun Cowboys



10 RIFLE 10 PISTOL 4+ SHOTGUN



Start: Rifle and Shotgun staged at A, Pistols holstered. Hands touching rifle but not lifting.

Line: "On The Move" **Order:** Rifle, Shotgun, Pistols

At the Beep:

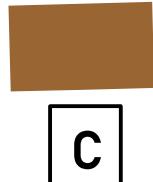
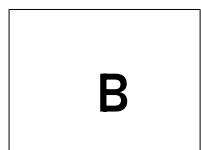
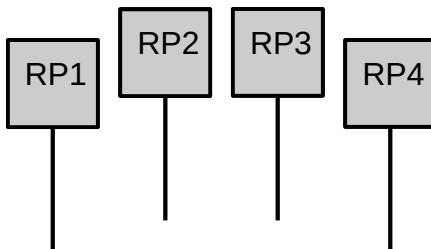
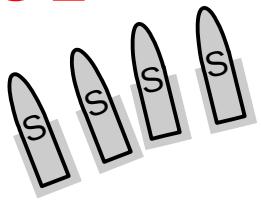
At A with the Rifle: Engage rifle targets in an IRS Sweep from either end. **(make rifle safe into left berm)**

At B 1 with Shotgun: Knock them down. Move to B 2 Knock them down. **(one foot must be in square)**
Make shotgun safe at C.

At C with Pistols: Same as the rifle

Stage 2

Orygun Cowboys



Start: Rifle and Shotgun staged at A, Pistols holstered.
At the ready (Hovering but not touching)

Line: "Lets Dance" **Order:** Rifle, Shotgun, Pistols

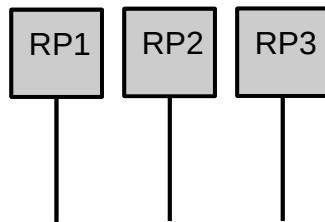
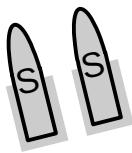
At the Beep:

At A with the Rifle: Engage rifle targets in a single tap
Nevada Sweep from either end.
(make rifle safe into left berm)

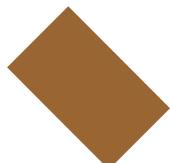
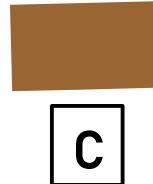
At B with shotgun: Knock them down any order.
(one foot must be in square) Make shotgun safe at C.

At C with Pistols: Same as the rifle

Stage 3



Orygun Cowboys



Start: Shotgun staged at A, Pistols holstered.
Rifle in hand

Line: "Too Easy" **Order:** Rifle, Shotgun, Pistols

At the Beep:

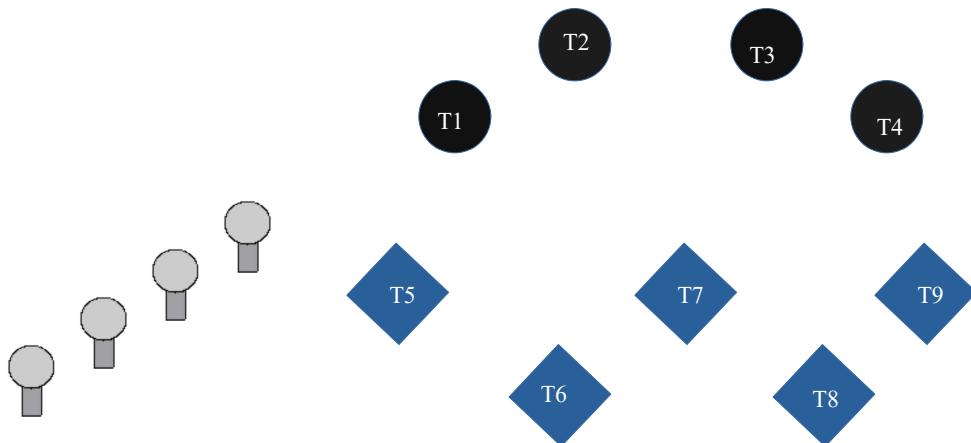
At A with the Rifle: Engage rifle targets in a 3-4-3 Sweep
From either end. (**make rifle safe into left berm**)

At B Knock them down any order. (**one foot must be in square**)
Make shotgun safe at C.

At C with Pistols: Same as the rifle

Stage 4

Helter Skelter (EOT)



A

B



8 RIFLE 10 PISTOL 4+ SHOTGUN



Ammo Count: 10 Revolver, 8 Rifle, 4+ Shotgun

Staging: Revolvers holstered, Rifle and Shotgun staged at either position A or B. Shooters choice on order of firearms.

Line: If you climb in the saddle, be ready for the ride.

START: Shooters choice Starting on A or B with both hands holding the rope above the box.

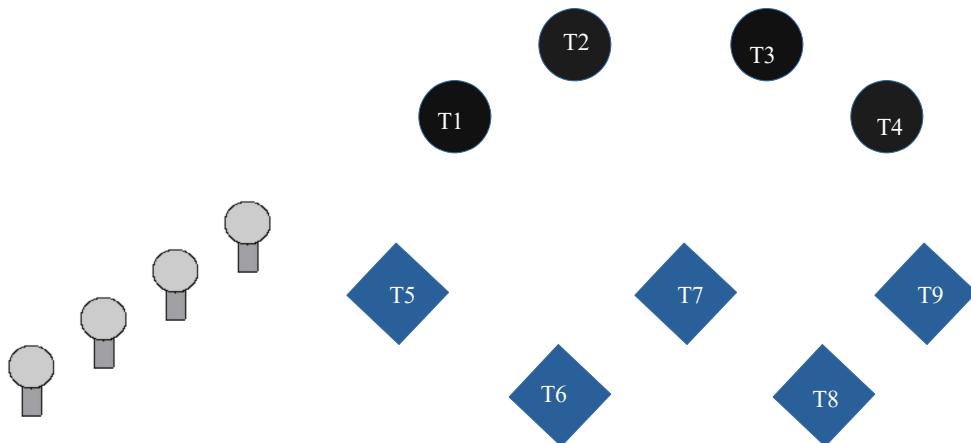
ON SIGNAL: Drop the rope.

At Pos A With the shotgun engage the four shotgun targets until down.

At Pos B with Revolvers and Rifle engage the nine targets with two rounds each, any order. May start with either Rifle or Revolvers.

Stage 5

Sharpshooter (maybe)



	10 RIFLE	10 PISTOL	2+ SHOTGUN	
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Staging: Revolvers holstered, Rifle in hand at B and Shotgun staged at position A or B.

Line: If you climb in the saddle, be ready for the ride.

START: Starting at B with Rifle in hand.

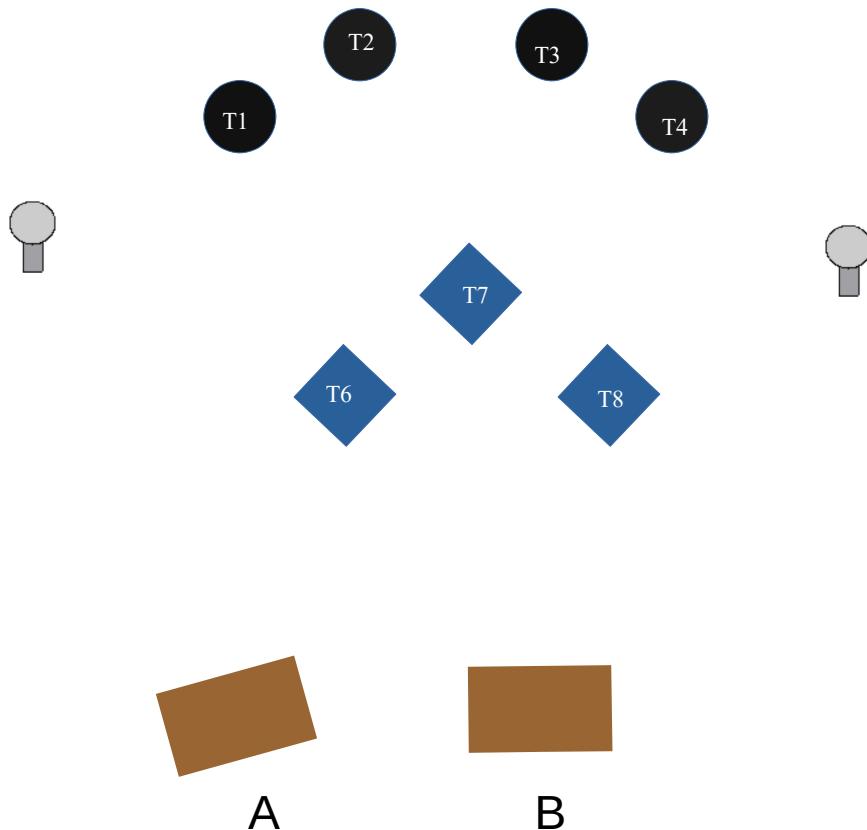
At Pos B with Rifle engage **two** of the 4 faller targets with one round each **and** engage T1-T4 or T4-T1 with two single tap sweeps starting from either end, but both four shot sweeps must be in the same direction.

At Pos B with Pistols single tap sweep T5-T6-T7-T8-T9 in either direction and **then** quintuple tap (5 shots) T7

At Pos A With the shotgun engage the shotgun targets until down, making up any fallers that are left up from the rifle at the same time—any order.

Stage 6

14, a Lucky Number



Ammo Count: 10 Revolver, 10 Rifle, 2+ Shotgun

Staging: Revolvers holstered, Rifle/Shotgun staged at either position A or B. Any order on firearms.

Line: You can't ride two horses with one behind.

START: Shooters choice Starting on A or B. At POS A or B with all ten fingertips touching the table (spider hands).

At Pos A With the shotgun engage the four shotgun targets until down.

At Pos B with rifle engage the targets from either end (T1 or T4) in a 1-4-4-1 sweep.

At Pos B with pistols engage the targets in a T7-T6-T6-T6-T7-T8-T8-T8-T8 sweep